APPENDIX

4. (Twice amended) The method claim 1, wherein the bitstream is output to a channel and the priority data identifies which video object layer data to discard in the event of channel congestion.

5. (Twice amended) The method of claim 1, wherein the bitstream is output to a channel and the priority data identifies which video object layer data to discard in the event of loss of channel bandwidth.

6. (Twice amended) The method of claim 1, wherein the bitstream is output to a channel and the priority data identifies which video object layer data to discard in the event of channel errors.

7. (Twice amended) The method of claim 1, wherein the and the priority data identifies which video object layer data to discard in the event of limited memory or processor resources.